

IN THE CLAIMS

Please cancel claims 1-7 without prejudice.

The following claims are pending in the present application:

1-7. (Cancelled)

8. (Original) A method for using an apparatus for playing audio stored in a portable electronic memory module, the method comprising:

(a) operatively connecting the portable electronic memory module to the apparatus to enable the audio to be transferred to the apparatus;

(b) reading audio data stored in the portable electronic memory module;

(c) transferring the audio data into a buffer memory and playing the audio from the buffer memory;

(d) continuing to transfer the audio data to the buffer memory while continuing to play the audio data from the buffer memory until the buffer memory is full then suspending operation of the portable electronic memory module;

- (e) upon the buffer memory being substantially empty, reactivating the portable electronic memory module and reading audio data from the electronic memory module into the buffer memory until the buffer memory is full;
- (f) repeating steps (d) and (e).
9. (Original) A method as claimed in claim 8, wherein in step (b) the playing of audio from the buffer memory does not commence until a predetermined storage level in the buffer memory is reached.
10. (Original) A method as claimed in claim 8, wherein the audio is decoded and decrypted as it is read.
11. (Original) A method as claimed in claim 8, wherein the audio is amplified, and sent to an audio outlet for playing.
12. (Original) A method as claimed in claim 8, wherein, between steps (a) and (b), file information is read from the portable electronic memory module and displayed in a display of the apparatus.
13. (Original) A method as claimed in claim 8, wherein the relatively low level is substantially empty.

14. (Original) A method as claimed in claim 11, wherein the relatively low level is greater than the predetermined storage level.